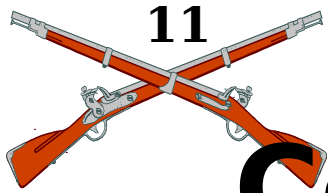
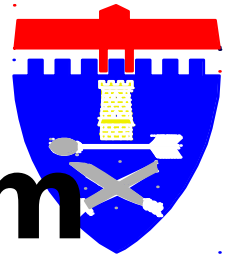


# Modern Army Combatives Program

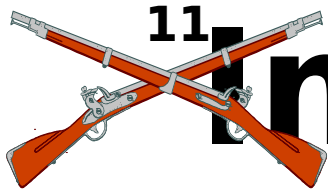




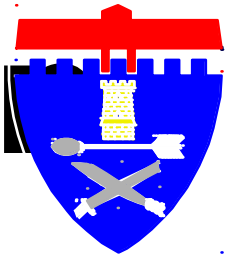
# Modern Army Combatives Program



*“The defining characteristic of a Warrior is the willingness to close with the enemy”*



# Implementation

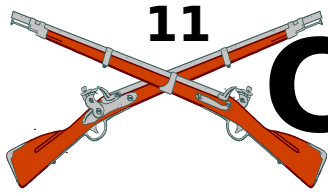


**We need to increase Combatives training. This training should migrate throughout the force, not just IET. We need to develop common, universal, practical Combatives**

**General Schoomaker**

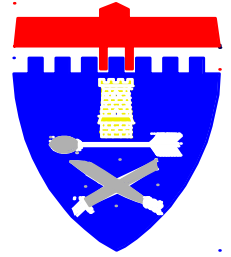


- **Create Standards**
- **Train the Trainers**
- **Motivate Soldiers**
- **Integrate into Training**



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# Create Standards



**“I am disciplined, physically and mentally tough, trained and proficient in my warrior tasks and drills.”**

**Soldier's Creed**

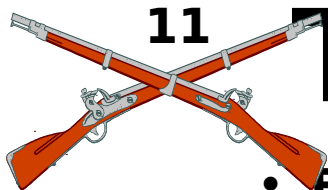


- **Basic Combatives is a warrior task**

- **Level III Instructor per battalion**

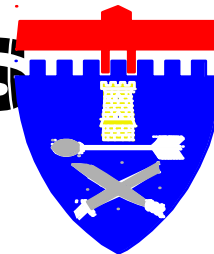
- **Level IV facility on major Installations**





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# Train the Trainers



- **Four levels of Instructor Certification**

- **Level I**

- 40 hrs
- Basic level Instructors
- Teach Level I Techniques

- **Level II**

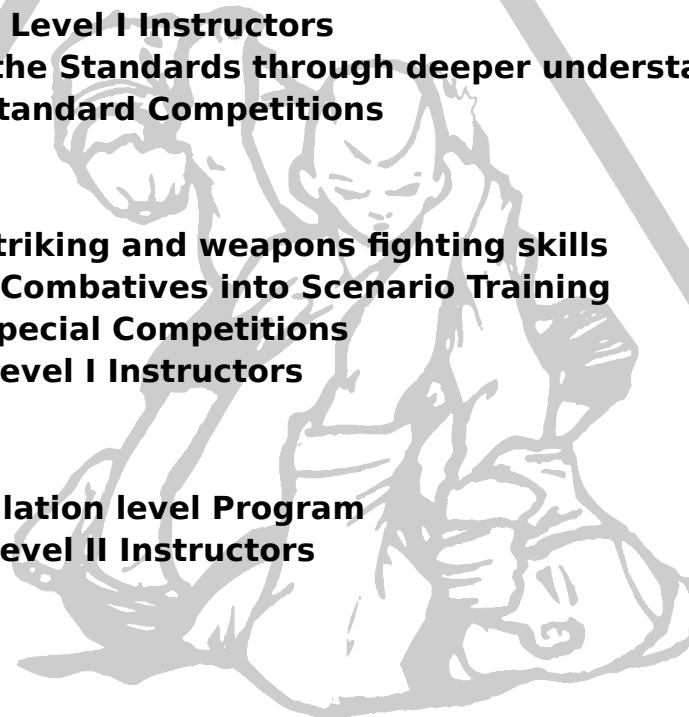
- 80hrs
- Supervise Level I Instructors
- Maintain the Standards through deeper understanding
- Referee Standard Competitions

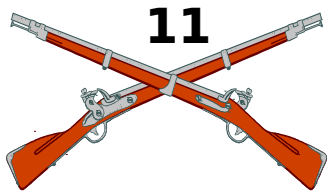
- **Level III**

- 160hrs
- Instruct striking and weapons fighting skills
- Integrate Combatives into Scenario Training
- Referee Special Competitions
- Produce Level I Instructors

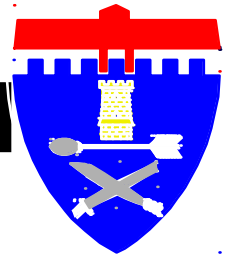
- **Level IV**

- 160hrs
- Run Installation level Program
- Produce Level II Instructors





# Training Structure



## Divisional Posts X 10

- Level II instruction
- Level IV instructor

## R/C Regional Training Centers

- Level II instruction
- Level IV instructor

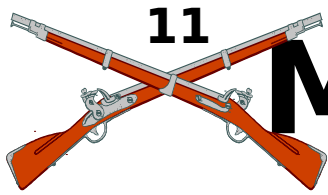
## Fort Benning

- Level III & IV
- Proponentcy (USAIC)

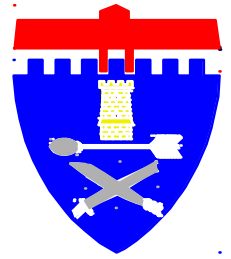
## Major TRADOC Posts X 4

- Level II instruction
- Level IV instructor

**Level I is conducted at local units (battalions)**



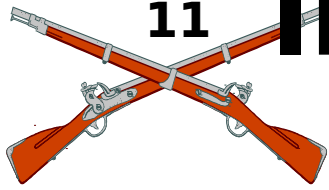
# Motivate Soldiers



- **Competitions**
- **Provide opportunities to be champions**
- **Soldiers must be willing and able to fight**

**Purpose / Direction / Motivation**

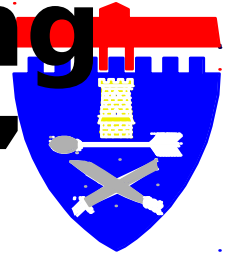




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# Integrate into Training

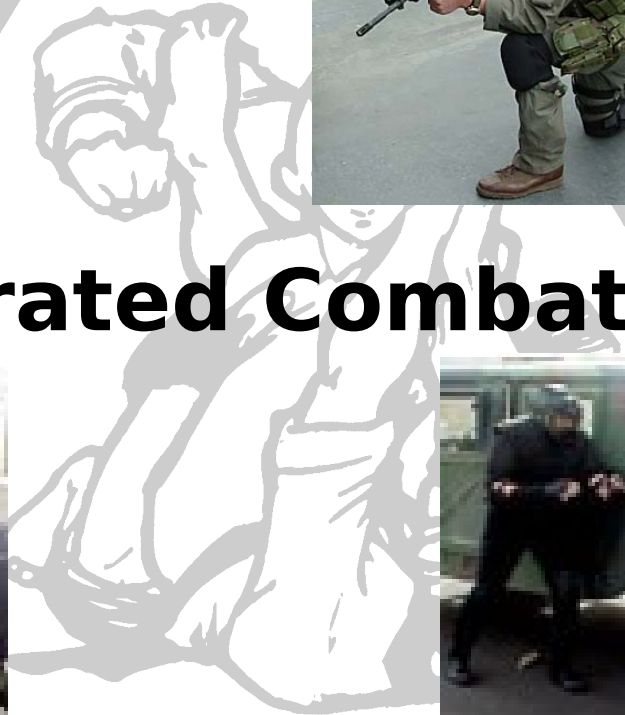
## “Train as You Fight”



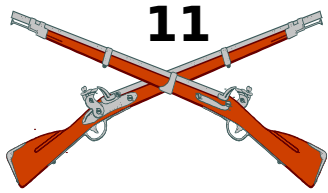
- “Take a Knee”?



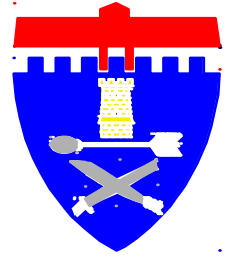
- Integrated Combatives





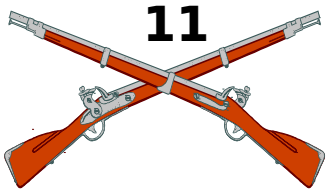


# Concerns of Commanders

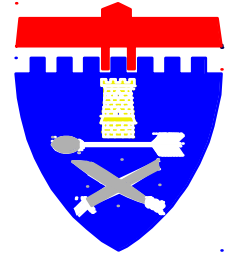


- **Time**
- **Money**
- **Safety**

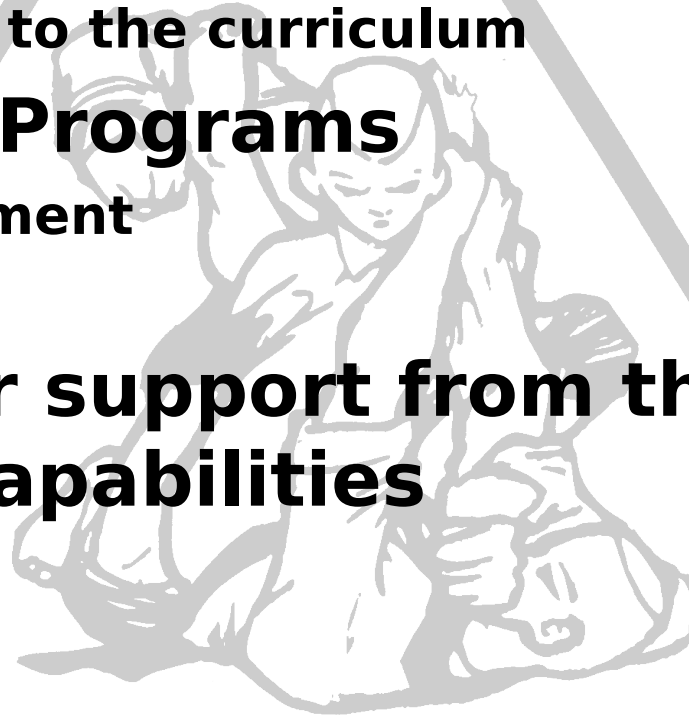


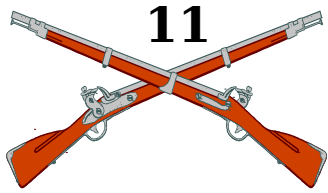


# Feedback

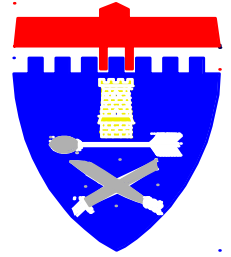


- **Post Action Interviews**
  - Success from Afghanistan to Kosovo
  - Adjustments to the curriculum
- **Successful Programs**
  - Small investment
  - Big Payoff
- **Demand for support from the field has outpaced capabilities**

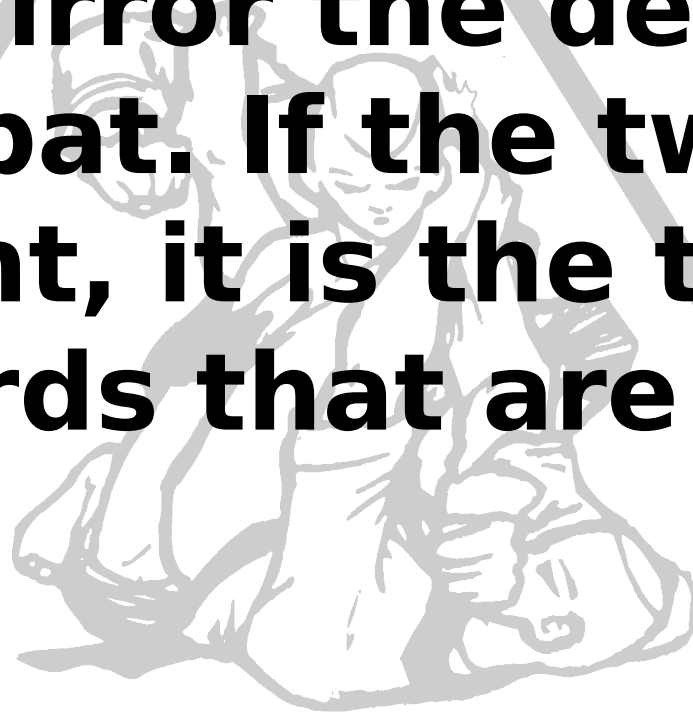




# Bottom Line



**The demands of training must mirror the demands of combat. If the two are different, it is the training standards that are wrong.**



# Warrior Core Tasks (IMT & Sustainment)

## Shoot (16-17 Tasks)

- Qualify w/ assigned weapon
- Correct malfunctions w/ assigned weapon
- Engage targets with M240B MG
- Engage targets with M60 or M249 MG
- Engage targets with M2 Cal. 50 MG
- Engage targets with MK-19 MG
- Correct malfunctions of a MG (M2, M240B, M249, MK-19)
- Engage targets with weapon using a night vision sight (AN/PVS-4, AN/PAS-13, AN/TVS-5)
- Engage targets using an aiming light (AN/PEQ-2A, AN/PAQ-4)
- Employ mines and hand grenades

## Communicate (4-5 Tasks)

- Perform voice communications (SITREP, SPOTREP, Call for Fire, & MEDEVAC)
- Use visual signaling techniques

## Joint Urban Operations (3 Tasks)

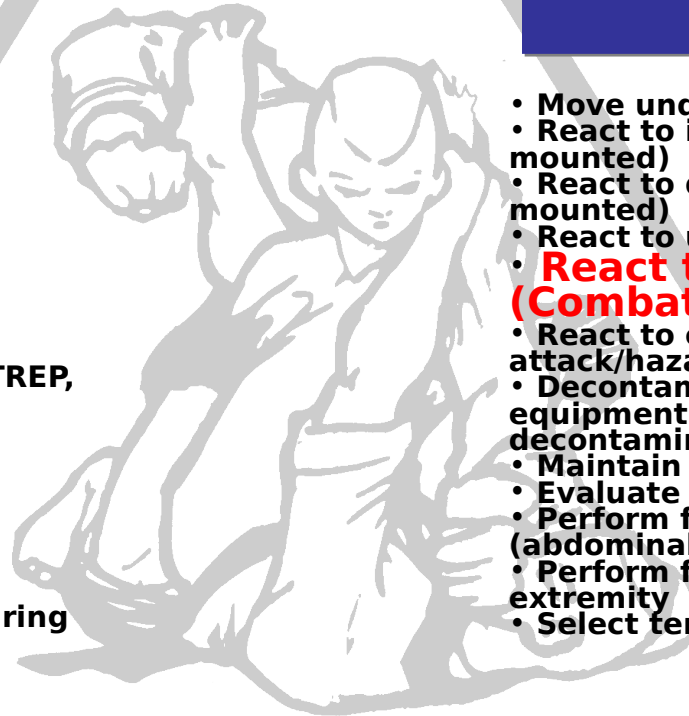
- Perform movement techniques during an urban operation
- Engage targets during an urban operation
- Enter a building during an urban operation

## Move (7-8 Tasks)

- Determine location on ground (terrain association, map, & GPS)
- Navigate from one point to another (dismounted & mounted)
- Move over, through, or around obstacles (except minefields)
- Prepare/operate a vehicle in a convoy

## Fight (15 Tasks)

- Move under direct fire
- React to indirect fire (dismounted & mounted)
- React to direct fire (dismounted & mounted)
- React to unexploded ordnance hazard
- **React to man-to-man contact (Combatives)**
- React to chemical or biological attack/hazard
- Decontaminate yourself & individual equipment using chemical decontaminating kits
- Maintain equipment
- Evaluate a casualty
- Perform first aid for open wound (abdominal, chest, & head)
- Perform first aid for bleeding of extremity
- Select temporary fighting position

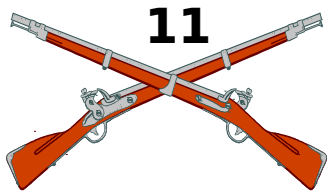


# Basic Combatives Tasks and Drills

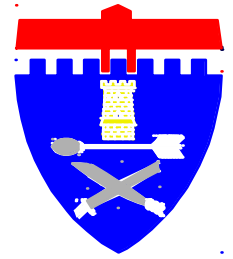
Drill Number	Start Position	Tasks
<u>1</u> Basic	The Enemy is Mounted on the Soldier's chest.	1- Soldier uses <u>Escape the Mount, Arm Trap and Roll.</u> 2- <u>Pass the Guard.</u> 3- <u>Achieve the Mount from Side Control.</u> 4- Repeat task for 2 <sup>nd</sup> Fighter.
<u>2</u> Rear Mount	Soldier is Mounted on the Enemy's chest.	1-Soldier uses <u>Arm Push and Roll to the Rear Mount.</u> 2-Establishes <u>Rear Naked Choke.</u> 3-Releases the choke 4-2 <sup>nd</sup> Soldier <u>Escapes the Rear Mount .</u> 5-Repeat task for 2 <sup>nd</sup> Soldier.
<u>3</u> Shrimp	The Enemy is Mounted on the Soldier's chest.	1-Soldier uses <u>Escape the Mount, Shrimp to the Guard.</u> 2-Attacks using the <u>Cross Collar Choke</u> or the <u>Straight Arm Bar</u> from the Guard. 3-Soldier uses <u>Sweep from the Attempted Straight Arm Bar</u> , or the <u>Scissors Sweep</u> enemy if attacks fail. 4- Repeat task for 2 <sup>nd</sup> Soldier.
<u>4</u> Front Takedown	The Soldier is facing his Enemy at approximately ten feet.	1-Soldier <u>Achieves the Clinch.</u> 2-Soldier uses the <u>Front Takedown to the Mount</u> 3-Properly applies the <u>Bent Arm Bar</u> or <u>Straight Arm Bar.</u>
<u>5</u> Rear Takedown	The Soldier is facing his Enemy at approximately ten feet.	1-Soldier <u>Achieves the Clinch</u> and when the enemy turns goes behind 2- Soldier uses the <u>Rear takedown to the Mount</u> 3-Properly applies the <u>Bent Arm Bar</u> or <u>Straight Arm Bar.</u>
<u>5</u> Guillotine	The Enemy attempts to tackle the Soldier.	1-Soldier defends tackle with the <u>Front Guillotine Choke.</u> 2-Then Places the Enemy in the Guard. 3-Completes the choke by pulling with his arms and pushing with his legs.

Notes:

Stand up in the base is evaluated each time the Soldier stands



# Point of Contact



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